

Maxiwell Luo

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Education

University of Illinois at Urbana-Champaign

Aug. 2017 – May 2021

Bachelor of Science, Computer Science + Master of Computer Science

Urbana-Champaign, IL

- Operating System Design; Distributed Systems; Communication Networks; Applied Parallel Programming
- Computer Security I/II; Advanced Computer Security; Applied Cryptography; Operating System Security
- Machine Learning; ML for Sys, Networks, & Security; Algorithms
- Interactive Computer Graphics; UI Design; Top Down Video Game Design; Game Dev Process
- Teaching Assistant for CS 225 (Data Structures) and CS 126 (Software Design Studio)
 - Lead discussions and code reviews to foster educational dialogue on data structures and best coding practices

Hinsdale Central High School

Aug. 2013 – May 2017

Valedictorian

Hinsdale, IL

Work Experience

IBM

Aug. 2021 – Present

Backend Developer

Rochester, MN

- Developed robust device drivers for the IBM i operating system using C++, for both physical (NVIDIA, Intel, etc.) and virtual (link aggregation, vNIC, etc.) NICs
- Migrated device driver testing scripts to an open-source Python framework, expanded test coverage, and improved logging/debugging capabilities to develop a cohesive testing tool for device driver developers
- Collaborated with other teams to provide support for clients by providing analyses and fixes

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May 2020 – Aug. 2020

Software Engineering Intern

Chicago, IL

- Developed features for an internal MPEG-DASH player to support the company's proprietary 3D mesh, video, and audio codec including seek, caching, and adaptive bitrate selection using the C++ Qt Framework

Eagle Seven

May 2019 – Aug. 2019

Software Development Intern

Chicago, IL

- Wrote software to calculate network performance metrics of high-frequency trade engines
- Improved the automation, comparison, and real-time tracking capabilities of the performance testing framework through InfluxDB and Grafana to drive future development

Projects

server-manager

Mar. 2023 – Aug. 2023

Creator

[GitHub](#)

- Developed a Discord bot in Rust to allow members of a Discord server to manage multiple Minecraft servers on a host computer

Sheet

Sep. 2021 – Jan. 2022

Contributor

[GitHub](#)

- Contributed authentication fixes to an open-source Node application that I personally use to keep Pathfinder role-playing game character sheets on the cloud

Skills

- **Proficient** in C/C++, Python
- **Intermediate** knowledge of Rust, Java, HTML/CSS, Javascript (Angular), InfluxDB, Grafana, Unity, Unreal Engine, WebGL, Android app development, Discord app development, Qt Framework, Chinese, Japanese
- **Basic** skills with OCaml, x86 Assembly, Verilog